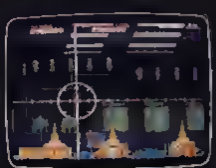
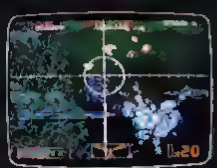
TAITO's BATTLESHARK™

The Ultimate Submarine Adventure

Never before has a submarine game seemed so REAL! Feel the excitement of being a Submarine Commander at the controls of a Hi-Tech Super Sub. Dive into enemy waters blasting through scores of enemy craft hitting you from every direction! There are only so many torpedos to go around and you'll need to save all you can for the surprise confrontation at the end of each stage!





Dynamic Graphics, Stereo Sound, Vibrating Game Sequences, and Realistic Submarine Controls for Major Play Value!

TAITO

TAITO AMERICA CORPORATION 390 HOLBROOK DRIVE WHEELING, IL 60090 (708) 520-9280 FAX (708) 520-1304

BATTLESHARK™

SPECIFICATIONS

OUTER DIMENSIONS:	HEIGHT 73 IN., 1854 CM OEPTH 43 IN., 109.2 CM WIDTH 27½ IN., 69B CM
WEIGHT:	365 LBS.
POWER SUPPLY:	100-240 V AC 50-60 Hz 190 W
MONITOR:	20 INCH COLOR
SOUND:	FULL STEREO

FEATURES

- HIGH RESOLUTION GRAPHICS
- TRUE STEREO SOUNO
- REALISTIC SUBMARINE CONTROLS AND SIGHTING
- UNIOUE DEDICATED CABINET
- CONTINUATION PLAY FEATURE
- DYNAMIC VIBRATING PERISCOPE OURING DAMAGE SEOUENCES
- U.S. MANUFACTURED CONTROLS

CONTROL PROCEOURES

- PUSH TRIGGER TO GET UNDER WAY.
- AT THE START OF EACH STAGE, BATTLESHARK IS ARMEO WITH A SPECIFIC NUMBER OF TORPEDOS, AFTER ALL TORPEDOS HAVE BEEN FIRED THEY WILL BE REPLACED AFTER A SPECIFIC TIME PERIOO
- THE NUMBER OF TORPEOOS IS INCREASED BY DEFEATING THE SURPRISE PRINCIPLE ENEMY AT THE END OF EACH STAGE.
- BATTLESHARK RECEIVES AND DISPLAYS OAMAGE BY ENEMY TORPEDOS AND COLLISIONS
- ENEMY TORPEOOS MAY BE DESTROYED BY BATTLESHARKS TORPEDOS
- BATTLESHARKS FIGHTING ABILITY CAN BE INCREASED BY HITTING THE ROUND, COLOREO BONUS MINES APPEARING DURING GAMEPLAY
- THE GAME ENDS AFTER BATTLESHARK HAS RECEIVED TOO MUCH DAMAGE

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DISTRIBUTED BY:

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